INSTRUCTION MANUAL

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魔獣王
KING OF DEMONS

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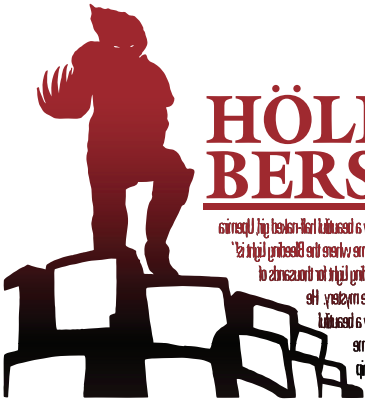
PROLOGUE

The fanatic Bayer seeks the resurrection of the Demon King by kidnapping Abel's wife, Maria, and daughter, Iria. With their sacrifices, a revived Demon King would run rampant among the world. In order to rescue his family, Abel must venture into the world of demons alone with almost no possibility of success. Upon entering, he is beset by strange creatures and eventually begins to change... he has transformed into a demon!

THE APOCALYPSE IS HERE!



HÖLLE BERSERKER

HOW TO PLAY

- Abel must save his family by defeating enemies and bosses in order to advance to the next stage.

- Taking damage will cause Abel's life meter to decrease. Once emptied, Maria will sacrifice herself to restore Abel. Die again and lose a life. The game is over when all remaining lives are exhausted.

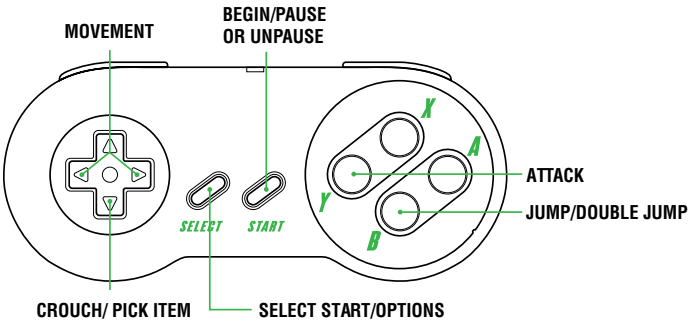
- You have endless Continues but will start at the stage entrance.

- There are health restoration items scattered throughout each stage or held by enemies.

- When you defeat a boss, a crystal will appear. Destroy and collect it to transform.

CONTROLS

This is a single-player game. Connect a compatible controller to the Player One port of your console.

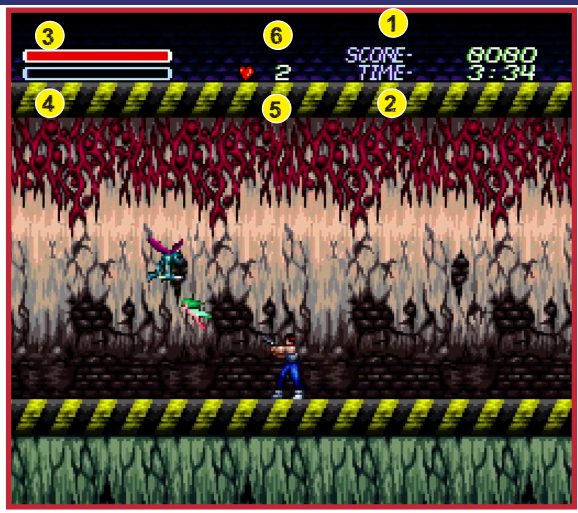


COMMANDS

Left / Right	Abel moves to either side
Down	Abel will crouch and can pick up an item
Start Button	Press on title screen to begin
	Pause or unpause gameplay
Select Button	Use to select Start or Options
B Button	Abel will jump, press again to double jump
Y Button	Abel will attack with his weapon or ability

This is the default layout. Go to Options to rebind the buttons.

INTERFACE



1) Score - Accumulate more points by defeating enemies as it will expand your health meter and provide extra lives.

2) Time - Displays the remaining time to complete the stages. If time runs out, Abel will lose a life.

3) Life Gauge - This is Abel's current health. If it runs out, Abel will lose a life.

4) Power Gauge - If you charge your attack, it will fill up and flash. Release it, and you will perform a special attack.

5) Lives - These are Abel's remaining lives. When it hits zero, it will be game over.

6) Boss Health - During stage boss encounters, a green health meter will appear here to track the boss' remaining health.

OPTIONS

- Press the Start button on the title screen to begin the game or press Select to bring up the Option menu.

- Press Start to enter the Option menu. See below for details.

OPTIONS

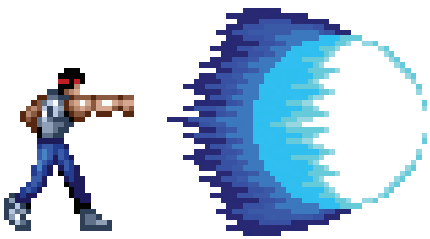
LEVEL	Select from Normal or Hard
CONFIG SHOT	Map the Shot action to a different button
CONFIG JUMP	Map the Jump action to a different button
MUSIC	Choose between Stereo or Mono

You can exit the Options menu by pressing the Start button on Exit.

The Shot and Jump actions cannot be mapped to the same button.

TECHNIQUES

Abel is able to execute unique abilities in his human and mutated forms. Each new form may yeild slightly different results with these techniques - sometimes even stronger than his human form seen here.

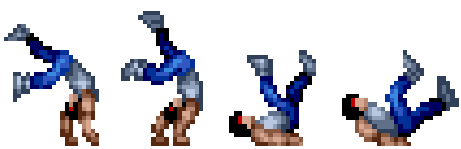


CHARGE ATTACK

Charge your Shot attack and release it once the meter is filled. Abel will release a powerful projectile directly in front of him.

ROLLING TUMBLE

Execute an evasive roll by holding Down and pressing Jump while on the ground.



DROPKICK STRIKE

Press Down and the Shot button while jumping to strike downward with a powerful kick.

Each transformation can use these techniques but with differing effects.

ITEMS

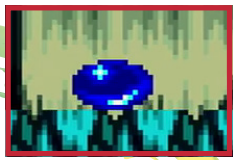
Abel's journey into the Demon World won't be easy, but these items are important to his success.

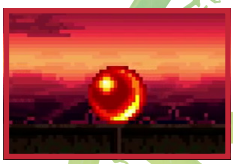
KEY

These are usually dropped by mini bosses and will open up any gates or doors that are blocking your path.

HEALTH ORB

This small blue orb contains a soothing life-mending spirit that will heal Abel's health a small amount.





ANNIHILATION

This rare, orange orb contains a destructive force that will destroy all enemies in sight.

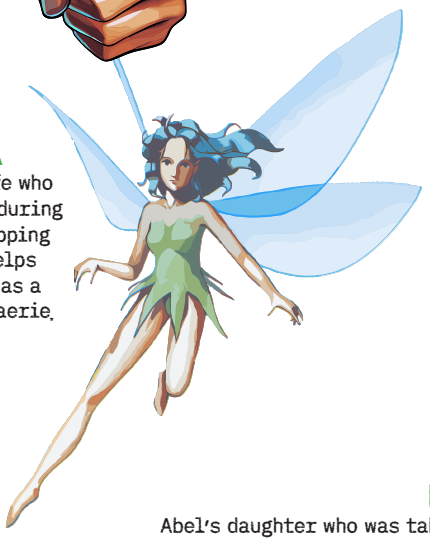
FAE SPIRIT

This will restore Maria if she has brought Abel back to life by sacrificing herself.

CHARACTERS

ABEL

Abel witnessed his wife and daughter get kidnapped in order to be sacrificed to demons by his former friend, Bayer. He seeks to rescue his family by any means necessary - even if it costs him his humanity!



MARIA

Abel's wife who perished during the kidnapping but now helps him fight as a magical Faerie.

IRIA

Abel's daughter who was taken by Bayer to the Demon King. She must be rescued before it is too late!

ARCHDEMON

The Guardian of the Burning Corridor, his power is said to rival that of the Demon King.

BAYER

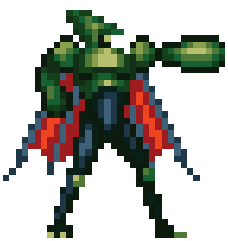
A former friend of Abel, his fanaticism has led him down a dark path and looks to sacrifice the innocent in the name of the Demon King!

METAMORPHOSIS

By defeating each stage boss, Abel will be able to absorb some of their power. What you transform into depends on the color of the orb when you destroy it. Collect three of the same color for a special upgrade or defeat the Archdemon having used each one of these forms to reveal Abel's true form!

HARPY FORM

Weapon: Crescent Blade that fires in a wave.
Charge: Solar Flare that is very strong but has a limited range.
Roll: A quick forward cartwheel that covers about 1/3 screen length.



CENTURION FORM

Weapon: Green Beam that fires in a line.
Charge: Jade Burst fires two large energy rings directly in front of Abel.
Roll: A quick teleport that shifts Abel ahead and can go across small gaps.

DRACONIC FORM

Weapon: Breathes blue plasma shots that travel across the screen.
Charge: Fires a short-range dragon head that deals a lot damage.
Roll: Abel will glide forward and can go over large gaps on the ground.

STAGES

STAGE 1: ENTER HELL

Abel enters the gates through a passage that will take him through the World of Demons. His appearance here has set off all the monstrous creatures looking to make Abel their next meal.

STAGE 2: FOREST OF WOE

This lush forest may seem peaceful, but it hides murderous creatures and hellish plants. Now weilding demonic powers himself, Abel must show no fear encountering creatures that tower over him.

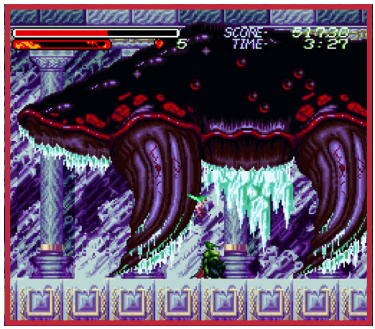
STAGE 3: DEMON TRAIN

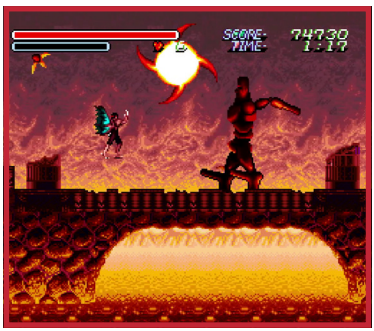
A demon train runs through a vast graveyard giving Abel no choice as to its destination. Aboard the train, Abel finds humans bound for the Demon King. He must destroy the engine to put a stop to this monstrosity.

STAGES

STAGE 4: ICE PALACE

Abel has found himself in a frozen fortress belonging to none other than Bayer. Even now, he is no longer the creature he was before. The time to take revenge has come!





STAGE 5: INFERNAL RUINS

Abel finds himself nearing the center of the demon world through burning bridges and terrifying beasts. Beyond the fiery pits and rock monsters lies the Archdemon - the final hurdle before the throne of the Demon King!

STAGE 6: THE DEMON KING

Equipped with the ebon orb, Abel completes his transformation. To enter the Demon King's chambers, he must destroy all previous bosses once again. Can he save the souls of his family?

NOTES

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